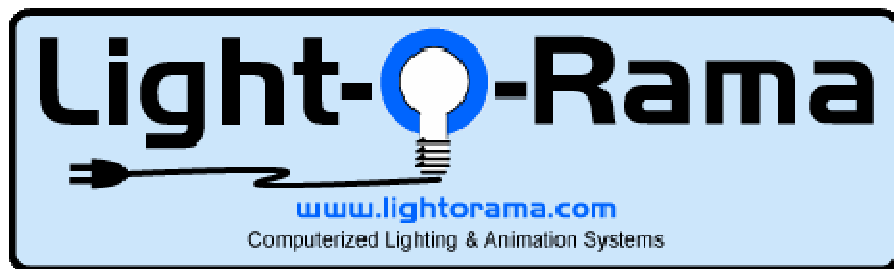


Light-O-Rama™ Training Manual



Imagine it, then do it

Presented by



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Light-O-Rama™ Training Manual

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Introduction

1. History of industry
2. Advantages of Light-O-Rama™ (LOR) products

Technology Overview

1. Hardware
2. Software
3. Hardware vs. software control
4. Items to control (incandescent vs. LED, DMX, other TLAs)

Hardware

1. ShowDirectors
2. Light controllers (different families)
3. Other hardware (DC, DMX, Ribbon, RF, etc.)
4. Product usage
 - a. Matching controller to what needs to be controlled
 - b. Physical layout and connectivity
 - c. Addresses and what they mean
 - d. Failure points
 - e. Service kit
5. Electrical considerations
6. Audio
7. DMX
8. Troubleshooting
9. **Discussion** – a sample setup

Software

1. Downloading and installation
2. Licensing
3. Help system (very handy!)
4. Applications in the suite
 - a. Control panel
 - b. Sequence Editor
 - c. Show Editor
 - d. Simple Show Builder (SSB)
 - e. Schedule Editor
 - f. Verifier
 - g. Hardware Utility
 - h. ServoDog Utility

Hardware Utility

- a) LOR Control tab
 - a. Finding controllers
 - b. Testing controllers (console and other tests)
 - c. Addressing controllers
 - d. Configuring controllers
 - e. Stand-alone sequences
 - f. Changing firmware
- b) LOR MP3 tab
- c) LOR RF tab
- d) Digital IO boards tab
- e) X10 CM11A tab

Sequence Editor

- 1. Preferences
- 2. LOR Networks
- 3. Creating and editing sequences
 - a. The grid
 - b. Channels
 - c. Lighting effects
 - d. Toolbar user interface buttons
 - e. Cut, copy, paste, undo, re-do, and repeat
 - f. Skewing a track
 - g. Right-click menu
 - h. Intelligent Fade Tool
 - i. Fill Tool
 - j. Chase Tool
 - k. Loops
 - l. Animation window
 - m. Exporting and Importing channel configuration
- 4. Wizards
 - a. Beat Wizard
 - b. MIDI Wizard
 - c. Tapper Wizard
 - d. VU Wizard
- 5. More creating and editing sequences
 - a. Musical Sequences
 - b. Copying and pasting timings
 - c. Subdividing/ Inserting Multiple Timings
 - d. Tracks and Timing grids
 - e. Keyboard shortcuts
 - f. Background and foreground effects
 - g. Subsequences
 - h. Command shell execution

Sequence Editor (continued)

6. RGB channels and color fade tool
7. Tools panel
 - a. Saved tools
 - b. Recent tools
 - c. Clipboards
8. **LAB** – Create animation sequence and view results in animation window
9. **LAB** – Create musical sequence and view results in animation window
10. Saving, loading, and closing sequences
11. The programming/sequencing cycle
12. Tips for musical programming

Building shows

1. What will run the show?
2. Setting a show up to run on a computer
 - a. Show Editor
 - i. Parts of a show
 - ii. Triggers
 - iii. Show options
 - b. Schedule Editor
 - c. Simple Show Builder (SSB)
3. SSB vs. Show Editor/Schedule Editor
4. Setting a show up to run on a ShowDirector
 - a. Simple Show Builder (SSB)
 - b. Hardware Utility
5. Verifier
6. Control Panel options
7. Status window

Appendices

- A. Address switch reference table
- B. Holiday Technologies' contact information